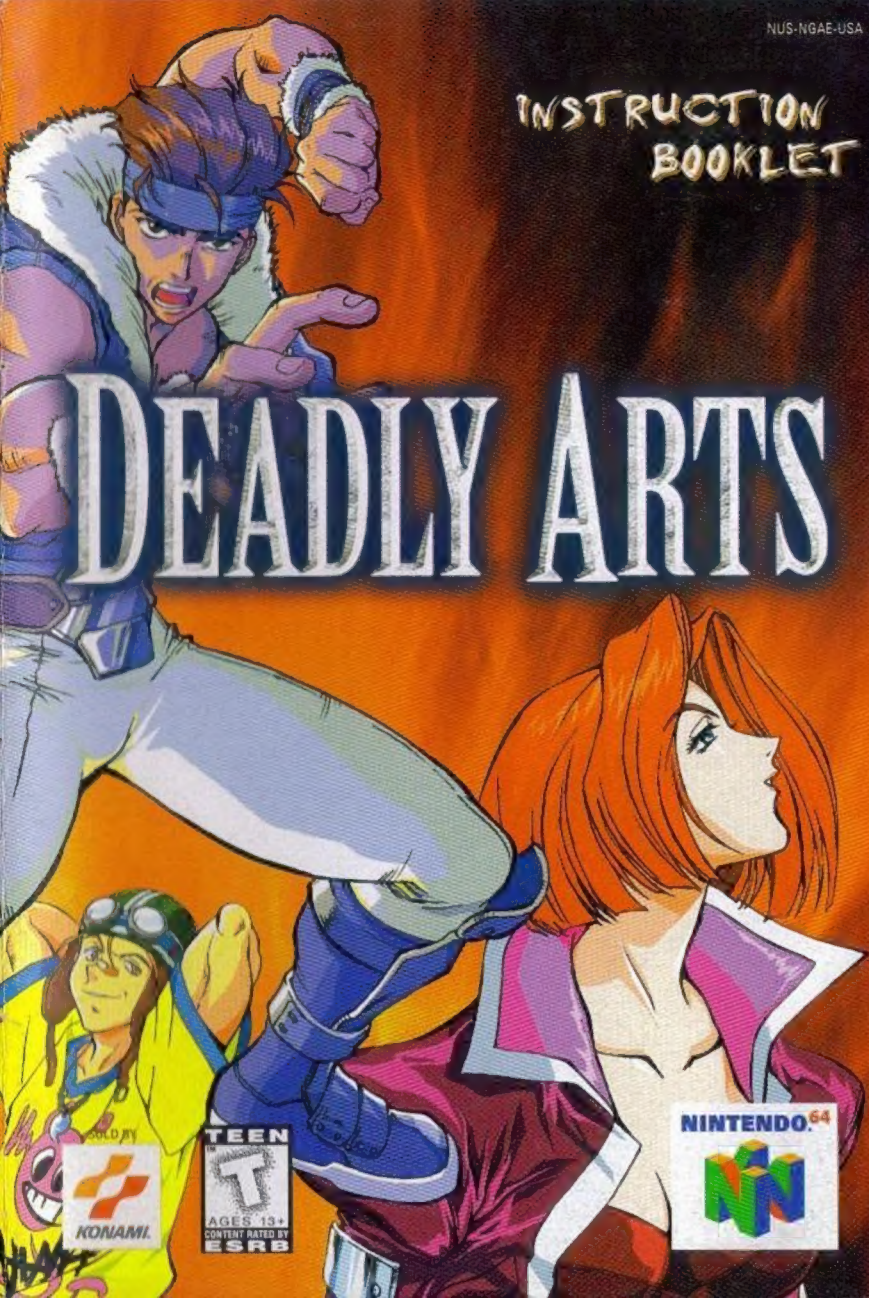


INSTRUCTION
BOOKLET

DEADLY ARTS



WARNINGS AND CONSUMER INFORMATION

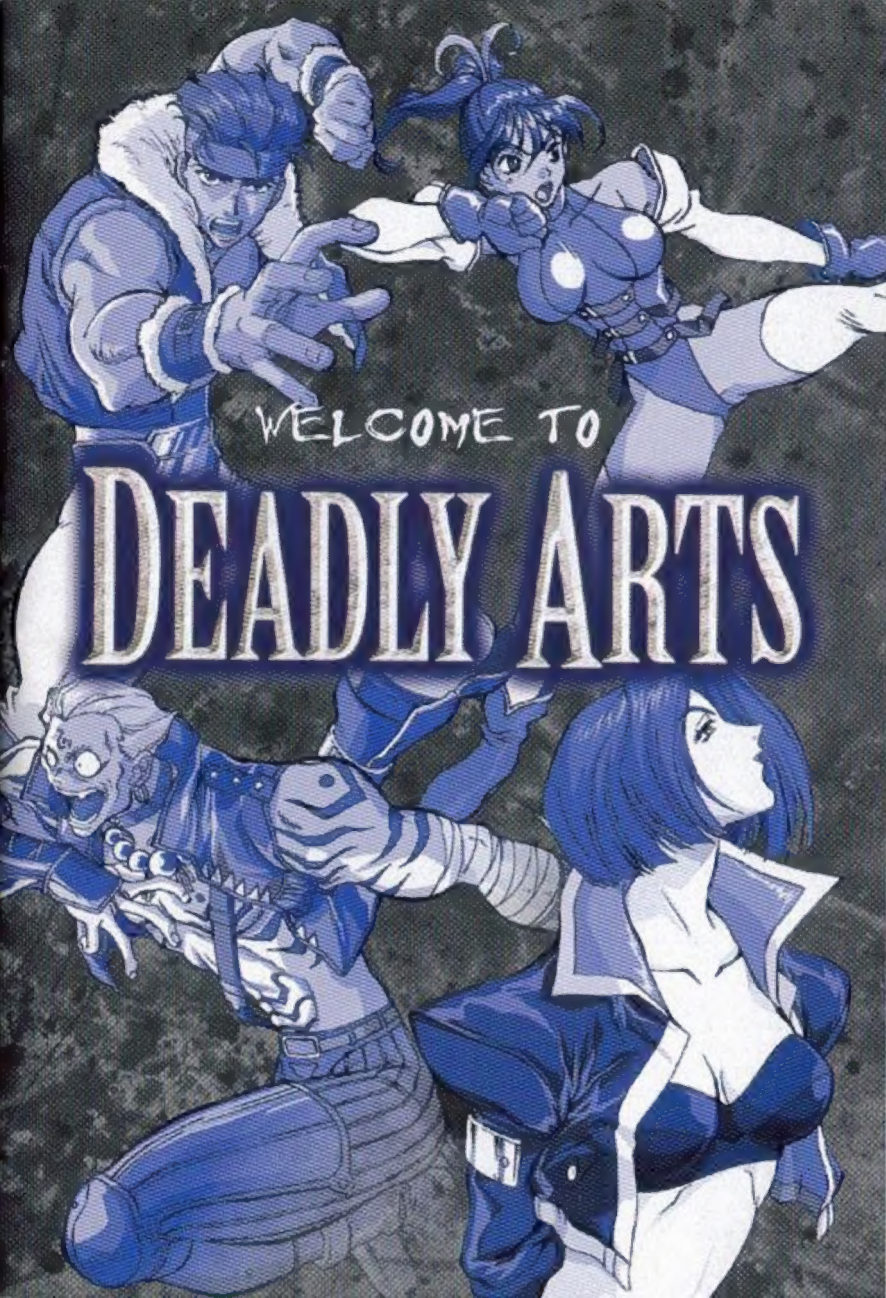
WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

THE OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



LICENSED BY NINTENDO
NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND
THE 3-D "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
©1996 NINTENDO OF AMERICA INC.



WELCOME TO

DEADLY ARTS

CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from it's neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press start while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

CONTROLLER PAK/RUMBLE PAK INFORMATION

This game is compatible with the Controller Pak and Rumble Pak accessories. Before using the accessories, please read the Controller Pak/Rumble Pak accessory instruction booklets carefully. Follow the on-screen instructions to determine when you should insert or remove the Controller Pak/Rumble Pak accessories.

DEADLY ARTS

Controller Pak/Rumble Pak 4

Controller Pak Error Messages 5

Starting the Game 6

Basic Controls 8

What You See On Screen 10

How to Play the Game 11

One-Player Battles/Versus Battles 12

Team Battles 13

Tag Battles 13

Edit Mode 14

Practice/Records/Options 16

Pak Menu 17

The Characters 18

CONTROLLER PAK/RUMBLE PAK

It is possible to save and load data when using a Controller Pak (sold separately). You can save the following information:

Edit Data, displayed in green (requires 2 pages)

- Save custom characters from the "Create a Fighter" mode.

System Data, displayed in orange (requires 9 pages)

- You can save settings changed in the Option Mode and player records. (It is possible to perform saves automatically by setting the Auto Save option to ON.)

PAK MENU

Turn on the power to your Nintendo 64 game machine while holding down the Start Button, and the Pak Menu will be displayed. Highlight the data you wish to delete using the Control Pad and select it with the A Button.

Note: Deleted data cannot be restored.

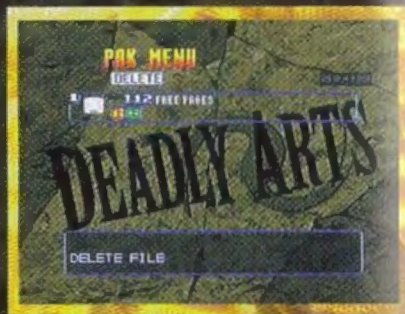
RUMBLE PAK

This game supports the Rumble Pak (sold separately).

When connected to your controller, the Rumble Pak causes your controller to vibrate when your character is attacked, making for more realistic play.

Note: The Rumble Pak can also be used in Versus Battles. In this mode, connect a Rumble Pak to each controller.

When starting a game with the Rumble Pak connected to your controller, it is possible to play a game, but you cannot save or load data. In order to save and load data, replace the Rumble Pak with a Controller Pak or connect a Controller Pak to one of the unused controllers 2P-4P.



CONTROLLER PAK ERROR MESSAGES

Controller Pak Not Found. Controller Pak Needed To Save Data.

A Controller Pak is not connected. Although it is possible to play a game, you cannot save your data.

Connected Controller Pak Does Not Have Enough Free Space.

There is not enough memory available in the Controller Pak. Either replace this Controller Pak with another Controller Pak or delete unnecessary Notes in the Pak Menu.

Data is corrupted.

The loaded data is corrupted. Delete the data and create/load new data.

Controller Pak (1-4) Error.

Either A Connection Error Has Occurred Or Contents Have Been Destroyed. Please Check Connection.

Controller Pak may be damaged.

If this message appears repeatedly, the Controller Pak may be damaged.



STARTING THE GAME

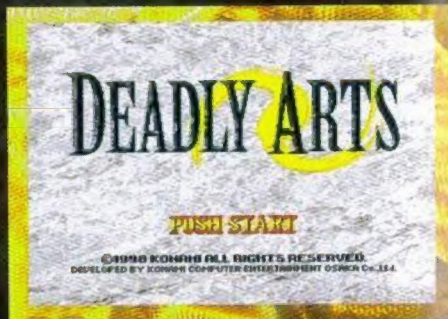
Before turning on the Nintendo 64 game machine, check that the game pak is properly inserted in the game machine, that the controllers are properly connected, and that the Controller Pak (sold separately) is properly inserted.

1. TITLE SCREEN

Press the Start Button to begin the game. The game will automatically check whether a Controller Pak is connected. If a Controller Pak is connected, the Game Select screen will appear.

If a Controller Pak is not connected, a message will inform you. In this case, properly connect a Controller Pak and select "CONNECT". If you wish to start the game without using a Controller Pak, select "START WITHOUT PAK".

Note: If the power to the game machine is turned off while playing a game without a Controller Pak, your data will be lost.



2. GAME SELECT

Highlight the desired game mode using the Control Pad and select it with the A Button.

Mode

1P Battle p.12

VS Battle p.12

1P Team Battle p.13

VS Team Battle p.13

Tag Battle p.13

Edit Mode p.14

Practice p.16

Records p.16

Options p.16

Pak Menu p.17



BASIC CONTROLS

Button settings for basic controllers used by the player during a game can be changed in the Options Mode. The following control settings are used when the player is facing right.

Note: A "+" indicates the buttons are pushed simultaneously. Any of the C Buttons can be used.



Basic Controls



Common Controls

Throw

B + R (close)

Wall Jump

Diagonally towards wall/up

Dodge

C (Hold) + Up or C (Hold) + Down

Provoke

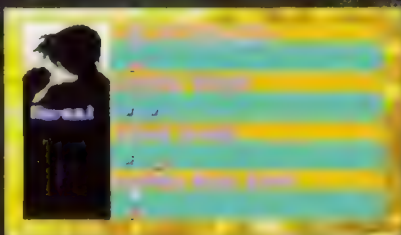
R + C, A + C, B + C

Hand Spring

C repeatedly (When knocked down)

Attack Fallen Opponent

Up + B



WHAT YOU SEE ON SCREEN



Strength Gauge: Strength is reduced each time a player receives damage.

Character Name(s): Names of characters currently fighting.

Round Time: Time remaining in the round. The round is over when the time reaches zero. (Length of the round time can be changed in the Options Mode. See P.16)

Fight Count: You must win 2 rounds to win the match.

The number of rounds can be changed in the Options Mode. See P. 16.

Stage: The stage number is displayed.

Total Time: Total time for all matches fought.

Menu Screen

Press the Start Button to Pause the game and bring up the Pause Menu. Highlight an Item by using the Control Pad and select it with the A Button.



Continue

- Return to the game

Reset

- End the game and return to the Title screen.

Command List

- Display a command list for the current characters.



HOW TO PLAY THE GAME

Rules

- The first character to win a specified number of rounds wins the match.
- A player wins a round if his opponent is thrown out of the ring or if his opponent's strength gauge reaches zero within a specified time limit.
- A match never ends in a tie. If the time runs out or a double K.O. occurs, a winner is determined from aspects of the fight. These aspects include remaining strength, number of hits, variety of techniques used, and whether the player was aggressive or passive during the match.

Using Objects

In addition to ordinary bare-handed fighting, this new fighting system increases the level of strategy by allowing characters to use various devices and obstacles found in the arena to corner or damage an opponent.

Rocks, Cars, Etc.

Rocks, cars and the like found in the arena can be used to deliver great damage to an opponent or to hinder their movement.

Walls, Pillars, Etc.

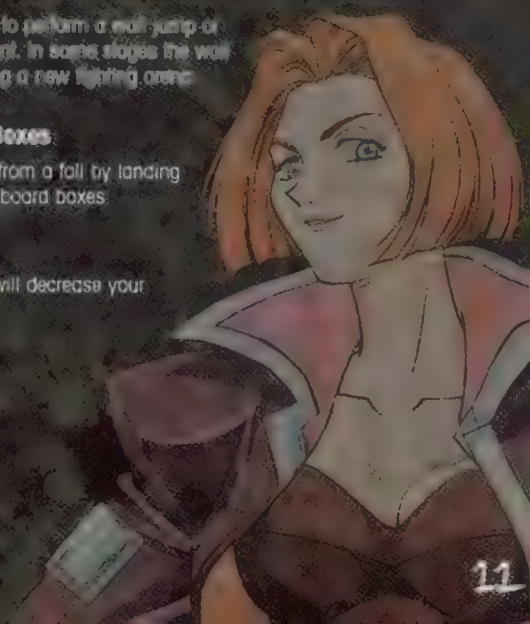
Walls and pillars can be used to perform a wall-jump or hinder an opponent's movement. In some stages the wall can be knocked down, revealing a new fighting arena.

Old Tires and Cardboard Boxes

You can reduce your damage from a fall by landing on stacks of old tires and cardboard boxes.

Water

Puddles of water on the floor will decrease your damage from a fall.



ONE-PLAYER BATTLES/VERSUS BATTLES

In 1P Battle Mode, you must defeat 8 fighters in order to battle the legendary fighter Ogami Reiji. In Vs. Battle Mode, two players can fight against each other.

1. Player Select

Highlight the character of your choice and select it with the A Button.



2. Stage Select

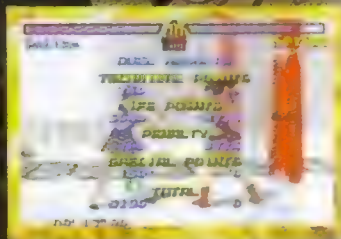
In VS Battle Mode, highlight the stage of your choice and select it with the A Button.

Note: When playing in 1P Battle Mode, another player can break into the game by pressing the Start Button of an unused controller. The winner of this battle can continue playing in 1P Battle Mode.

End of the Game

If a player wins in 1P Battle Mode, he can advance to the next match. However, if a player loses, he can continue play by pressing the Start Button before the counter reaches zero.

In VS Battle Mode, the game returns to the Player Select screen after the match is over. From this screen, you can return to the Game Select screen by pressing the B Button.



TEAM BATTLES

1P Team Battles: Take part in a 3-on-3 team battle against the computer.

VS Team Battles: Players select 3 characters for a 3-on-3 battle against each other.

1. Player Select

Highlight the characters at your choice and select them with the A Button.

Each character can only be used once.

2. Stage Select

Highlight the stage of your choice and select it with the A Button.

3. Changing Characters

You can change players during the match. All characters on the team share the strength gauge. Characters can be changed during the match by selecting the desired character with the L Button and pressing the L and R Buttons simultaneously to make the change.

- The strength gauge will not be restored when changing teammates.
- It is possible to fight with just one character, but the game is over when the strength gauge reaches zero.
- A character that is replaced by another cannot fight again in the same match.



TAG BATTLES

Exchanging Team Members

When you first start a Tag Battle you will not have any extra teammates. After defeating certain opponents they may ask if they can join your "team". However, you cannot add more than two extra members. If you already have two extra members and you want to add a new character, you can drop one of your current members for the new character.

EDIT MODE

You can create your own character and customize his / hers moves in the Training mode. As in real life, perfecting your techniques and learning new ones takes a lot of training. Train hard and you will be able to use your customized character in the other battle modes.

1. Create a Fighter Mode Select
Chooses "Character" or "Training"

2. Character Editor

Highlight the option you wish to change by pressing the Control Pad Up / Down. Change the option by pressing the Control Pad Left / Right.

- Press the L Button to rotate the character left or the R Button to rotate the character right. Press the button again and the character will flip towards you after a full revolution.



3. Name

Select "Name" from the character edit screen. Move the cursor using the Control Pad. Select a letter or character with the A Button. Enter a space with the R Button and delete a character with the L Button. Select Exit after you have completed entering the name.

Saving

Select "SAVE" to save your newly created fighter. For instructions on Saving please see page 17.

Training

Highlight the Data / Character you wish to load and select it with the A Button. Select an opponent for your training session. You will fight the opponent in the normal game format. If you win, you may be allowed to learn some (or all) of his / opponents moves.



Acquiring Techniques

Once you have completed training, your opponent's Command List will be displayed. Highlight a technique and select it with the A Button to acquire the technique. Many of the techniques may not be available until your fighter gains more experience. Be careful when choosing techniques that are similar to ones you have already earned. You may lose several moves while gaining only one new technique.

Hold down the L Button while pressing the Control Pad up / down to view only the moves that you can learn.

By selecting techniques with the Directional Button while holding down the Start Button, a description of the technique will be displayed. The R Button changes the display so you can delete unnecessary techniques. Highlight a technique with the Control Pad and select it with the A Button.

Hold the Start Button while pressing the Control Pad up / down to see a description of the technique.

Press the R Button to highlight your Command List. This will allow you to delete any unwanted techniques. Highlight a technique with the Control Pad and select it with the A Button.

Deleting techniques

You cannot delete your basic techniques.

By deleting one part of a series of techniques, you will delete the entire series. If you do not wish to do this, select No.

Be careful! Once you have deleted a technique the only way you can get it back is by re-acquiring it through training.

Using Your Customized Fighter in Other Modes

After accumulating enough experience in the Training Mode, you can use your custom fighter in the other game modes.

To use your customized fighter in the other game modes, press Start while on the Player Select screen. This will bring up the Pok-Menu and allow you to LOAD your customized fighter. The characters that can be used will have a star next to their name in the data information area. Highlight the desired character to LOAD using the Control Pad and select it with the A Button.

You can still learn new techniques in the Create a Fighter Training Mode even when you have gained enough experience to take part in other modes.

PRACTICE/ RECORDS/OPTIONS

Practice Mode

This mode is for one player only. Here, you can practice the techniques of all the characters.

Records

View the scores in each category. Highlight a category and select it with the A Button.

Best Time Ranking

Displays the best records for total playing time.

Best Play Ranking

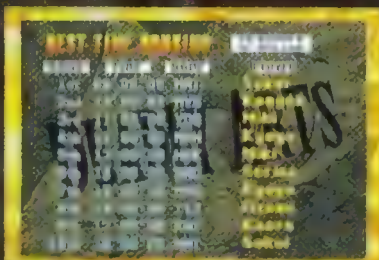
Displays the highest point totals.

VS Records

Displays the head to head records as well as point totals for the VS Mode.

Options

Here, you can adjust game settings. Highlight a setting by pressing the Control Pad up / down and change the setting by pressing it left / right. Select Exit when you are finished adjusting settings to return to the Game Select screen.



PAK MENU

In the Pak Menu, you can save and load data, as well as copy, delete, and move Notes. Highlight an action and select it with the A Button.

Note: These operations can only be performed with Konami game Notes.

Copy

Highlight the Note you wish to copy using the Control Pad and select it with the A Button. Highlight the area you wish to copy to and select it with the A Button.

Note: Only Edit Data can be copied within the same Controller Pak.

Delete

Highlight the Note you wish to delete using the Control Pad and select it with the A Button.

Note: Data that has been deleted cannot be restored.

Move

Highlight the Note you wish to move using the Control Pad and select it with the A Button. Highlight the area you wish to move to and select it with the A Button.

Load

Highlight the Note you wish to load using the Control Pad and select it with the A Button.

Save

Highlight the Note you wish to save to using the Control Pad and select it with the A Button.

Note: Do not remove or insert a Controller Pak during a save or load operation or you may lose your data or damage your Controller Pak.



THE CHARACTERS

KIA



Rising elbow	→P
Mid-upper palm punch	↘P + K
Sai-gan combo	P ⇒P P
Double palm punch	←⇒⇒P
Low arm leg sweep	→↓P
Back spin combo	↓←K K
Dragon rising kick	↓↓K K
Flash combo final	↓⇒P + K ⇒P ⇒P ⇒P ⇒⇒P + K P + K
Ten-ryu-seki (throw)	←↓P + G
Kick reversal leg sweep (reversal)	↘P + K

Ren-geki final	P P P P P P P
Elbow high spin kick	→P K
Ka-sen-sho	←P
Azami upper combo	↘P P
Zen-to kick	←K
Zen-sen combo	↓G + K ←P
Front rolling kick (after jump)	↗K
Azami knee kick combo	→K K
Back wall kick	→K
Rakugeki (throw)	←P + G
Geki-hou-shu (reversal)	←P
Jinbu	↓P + G + P



AZAMI

SERINA

Rising shoulder

↓→P

Knee explosion

↓→K

Smashing round combo

Q + K K K

Cross elbow

⇒⇒P

Shooting elbow

↖P

Afternoon elbow

↑⇒

Cross muscle impact

⇒P P P

Sledge elbow kick

←P P K

Slashing side assault

←P + K

Tumbling double arm(throw)

⇒P + Q

Leg cyclone(throw)

←⇒P + Q

Double face slap(throw)

⇒P + Q P + Q

Sakai Knuckle

↗ P

Rising round kick (hit)

⇒ O + K K

Tsu-yu special

⇒ S ↓ S ⇒ K

Lightning drop

↘ K K

Madia crash hit

S K K K

Ground storm (crash)

O + K O + K

Power knee (rush)

⇒ ⇒ K

Kyoko-in-same (throw)

⇐ ⇒ P + O

Punch reversal hold kick (reversal)

⇐ P + K

Roll-alo crash (throw)

↓ ⇒ P + O



SAKAI

MIKI



Tornado straight punch

← → P

Breeze spork

P P ↓ K

Rock breaking kick

← G + K

Double sliding back somersault(char jump)

↖ K K

High knee crash

→ K K

Tornado break

→ P ← → P

Bursting strike

← P P P

Bursting rock plus

→ P + K P

Cross strangle(throw)

→ → P + G

Bridge crusher(throw)

↘ P + G

Total destruction ← →P P P

Cyclone savate kick ←P K

Break elbow ↓ ↓P

Somersault body press(during wall jump) ↖P

Smacking head lock(throw) →P + G

Tombstone piledriver(throw) ↖P + G

Killer head butt(throw) ← →P + G

Hyper giant swing(throw) ←↖↓↘→P + G

Belllocking head lock(low throw) ↓P + K + G

Achilles' tendon hold (reversal) ↖P + K

KONGOH



KAORU

Dan-ku combo

⇒G P P

Step elbow

↓⇒P

Kyu-gan

⇒P + K

Kawara breaker

⇒\P

Double turn low kick

←↓K K

Iriki kick

⇒⇒K

Ippon-zeol(throw)

P + K + G

Ikazuchi-gaeshi(low throw)

↗P + G

Tou-boku (reversal)

←P + K

Rai-kou-gyoku (reversal)

↗P + K P

Double ryu-sen crush (throw)

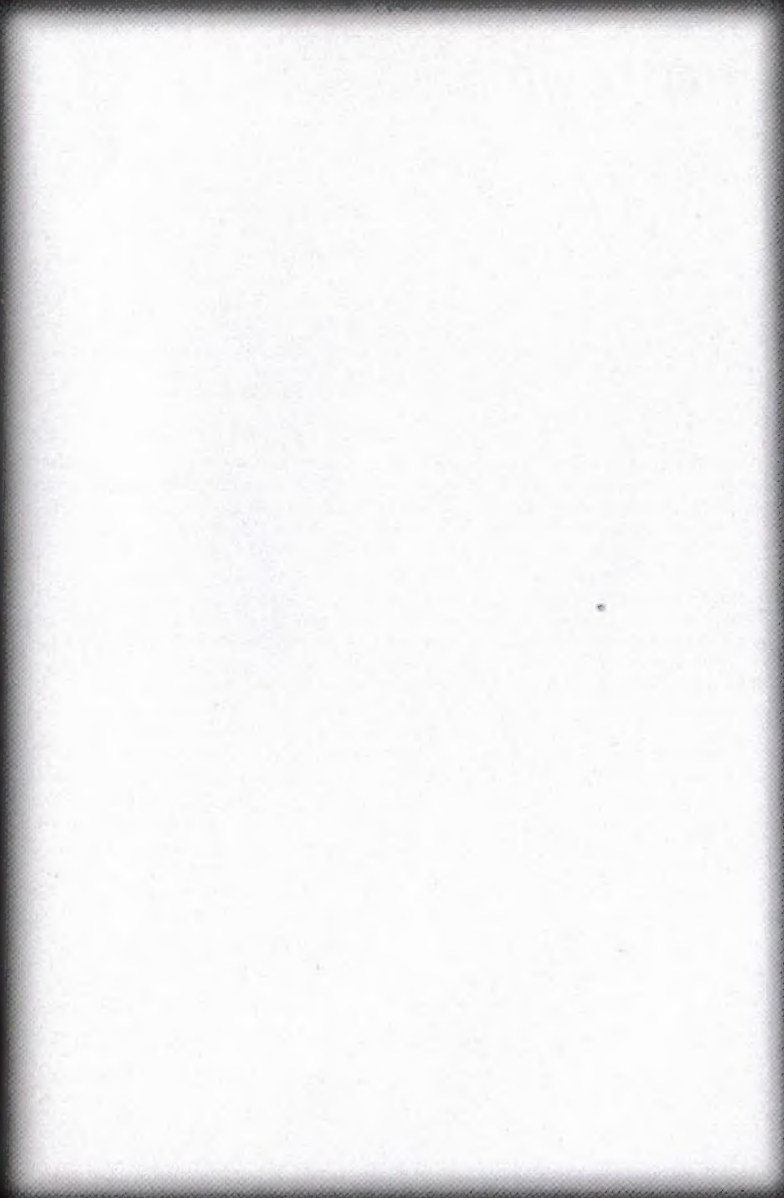
←P + G P + G

Double destruction	P + K P
Upside down crush	⇒ K P
Spark knuckle blow	⇒ ↘ ↓ ↗ ⇐ P P
Devil scramble	↗ K K K
Bloody cross	⇐ ⇒ P P
Killer missile	⇒ ⇒ P + K
Wall spring dive(wall move)	⇐ P + G
Bloody finisher(throw)	P + G ⇒ ⇒ K
Double murder impact(throw)	⇐ ⇒ ⇒ P + G
Double wall breaker(throw)	⇐ P + G P + G
Stone crusher(throw)	⇐ ⇒ P + G

KYOA



NOTES



MORE NOTES

WARRANTY AND SERVICE INFORMATION

If you feel stuck in the game, or just need a boost, don't worry!

You can call the Konami Game Hint & Tip Line for help on this software and all the fine Konami products.

Konami Game Hint & Tip Line: 1-900-896-HINT (4468)

▣ 95¢ per minute charge

▣ \$1.25 per minute support from a game counselor

▣ Touch tone phone required

▣ Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 9:00 A.M. to 5:30 P.M. Pacific Time.

Prices and availability are subject to change. U.S. accessibility only.

Konami of America, Inc.

1400 Bridge Parkway, Redwood City, CA 94065 Phone: 650-654-5600

KONAMI OF AMERICA, INC. LIMITED WARRANTY

Konami of America, Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami software program is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami software product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Konami Online: World Wide Web - <http://www.konami.com>

CompuServe: Click FIND then type Konami. We are in the Video Gaming Central forum.

To join CompuServe please call 1-800-524-3388

DEADLY ARTS™ is a trademark of Konami Co., Ltd. Konami is a registered trademark of Konami Co., Ltd. © 1998 Konami Co., Ltd. All rights reserved.



Konami of America, Inc.
1400 Bridge Parkway
Redwood City, CA 94065

PRINTED IN JAPAN